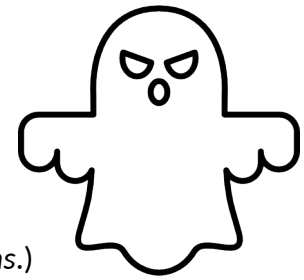
TERROR TAG



3+ Players. 5+ Minutes.
Gunther Stroschin

Components

- 1 “Gun” (A small, easy to hold object. I use a foam gun from *Cash ‘n Guns*.)
- 1 “Prize” (A small, easy to hold object. I use a stuffed animal.)
- A Table where you begin each game
- A speaker and the timer soundtracks
- Cards (2 copies of a number for each player)
- A way to keep score
- (Recommended: a lamp plugged into a remote control outlet so you can control the lights from the Table)

Playing Area

Terror Tag is played in complete darkness. The darker, the better. The game works best across multiple rooms where you can’t see at all. Make sure to clearly define the boundaries of the playing area, and remove any tripping hazards. Make clear which doors may be opened/closed and which may not. Move furniture to make the rooms easy to navigate in the dark and to create more hiding spots. Move anything fragile or easy to knock over.

Safety Rules

Walking only. No Running! Be really careful not to trip. Make sure you know where you're stepping. Don't move furniture during the game or create tripping hazards.
If you are allowed to open/close a door, do so carefully and slowly. Don’t hit anyone’s feet. Don’t hold doors shut or fight over them.
Try not to tag anyone in the face. Make sure tags are firm and noticeable but don’t hurt.
Don’t get hurt.

Introduction

Terror Tag has three game modes: **Tag**, **Hide & Seek**, and **Assassin**. You can play any of them separately or alternate between any of the three.
The setup for each game mode has you assign objects or cards to players based on their points ranking. If players are tied for points, have them randomly draw number cards to determine their temporary ranking.
In all of the game modes, start by turning off all of the lights, playing the appropriate timer soundtrack, and having all players touch the Table. Players must stay in contact with the Table until they are told to leave by the timer soundtrack.
When the final buzzer sounds, there is no more tagging. Turn the lights on and return to the Table to tally points.

Tag

The player in first place starts with the Gun.

Everyone else can leave the Table first. After 15 seconds, the player with the Gun can leave. A **3 minute** timer begins after that.

If you have the Gun, you can tag anyone and say "**Bang**." They must take the Gun and clap while counting to 10 seconds out loud before they can move again.

You cannot set the Gun down (can only be given away by tagging).

-1 point for having the Gun when the time ends

Hide & Seek

The player in last place starts with the Prize. The player in first place starts with the Gun.

The player with the Prize can leave the Table first. After 15 seconds, everyone without a gun can leave. After 15 seconds, the player with the Gun can leave. A **5 minute** timer begins after that.

You can tag someone you think has the Prize and say "**Yoink**." If they do have the Prize, they must give it to you and clap while counting to 10 seconds out loud before they can move again.

If you have the Gun, you can tag anyone and say "**Bang**." They must take the Gun and clap while counting to 10 seconds out loud before they can move again.

You cannot set the Prize or the Gun down (can only be stolen/given away by tagging).

+1 point for having the Prize when the time ends

-1 point for having the Gun when the time ends

Assassin

Assign each player a numbered card based on their points ranking. 1 (or Ace) to first place and so on. Shuffle a matching set of cards as a target deck. These are target cards that correspond to the ranked cards of each player. Starting with the second place player then third and so on, each player draws a card, secretly looks at it, and then gives it to another player or keeps it for themselves. The last place player may draw the last 2 cards. You cannot give a player their own number or keep your own number for yourself. Each player can only get one target card.

Make sure you know your target's name.

The player in first place starts with the Gun. The Prize starts on the Table.

Players leave in descending number order 10 seconds apart and must move at least 6 feet away from the table. After the first place player with the Gun leaves, a **5 minute** timer starts.

You can tag someone you think is your target and say **their name**. If it is your target, they must say "**Ouch**" quietly, die, and silently sit down for the rest of the round.

You can tag someone you think has the Prize and say "**Yoink**." If they do have the Prize, they must give it to you and clap while counting to 10 seconds out loud before they can move again.

If you have the Gun, you can tag someone you think has the Prize and say "**Bang**." If they do have the Prize, they must give it to you, die silently, and sit down for the rest of the round.

You can set the Prize down, but only on the floor in an easy to reach place and not while you are being tagged.
You don't have to respond if you are the wrong person or not holding the Prize.
Player with the Gun:
+1 point for each kill
+1 point for being alive
-1 point if the Prize isn't on the Table when the time ends
Everyone else:
+1 point for killing their target
+1 point for being alive
+1 point for having the Prize when the time ends

Scoring
Agree on the scoring rules and game modes you will play before you begin.
I recommend playing first player to 4 points wins, rotating between the 3 game modes. Each player starts with 1 point. If players tie for the win, keep playing until the tie is broken.
You can play a set number of rounds instead with a predetermined game mode list, or the player in last place can select the game mode.
You can alter the number of points each game mode awards/deducts or play double point rounds.
If you only want to play the **Tag** game mode, you can play until one player losses 3 times, and whoever has lost the least wins. If players tie for the win, keep playing until the tie is broken.

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